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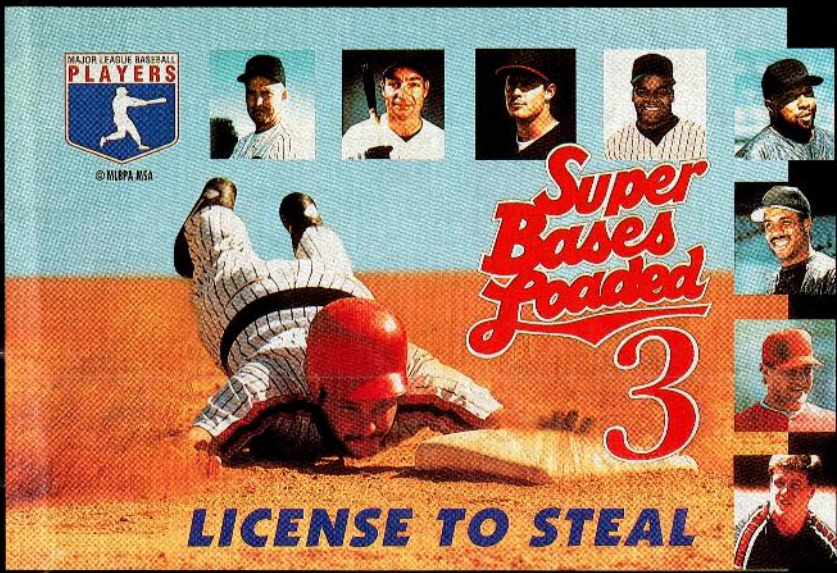

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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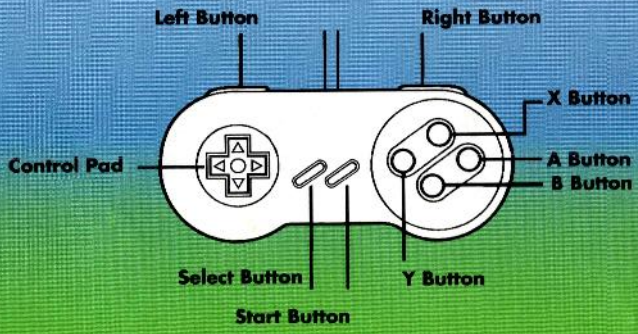
Getting Started

Place the Super Bases Loaded 3 — License to Steal game pak into you Super Nintendo Entertainment System and turn on the unit.
When the title screen cues you, press START.

Controller Layout



When playing alone, use the left controller (P1). The right controller is for a second player (P2).

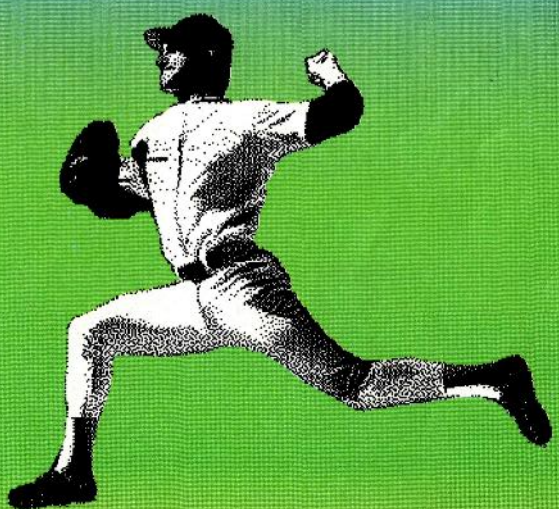
Using the Menus

All the menus in License to Steal work the same way:

To highlight a menu option: Press up, down, left, or right on the control pad. The highlighted option will appear in yellow.

To select the highlighted option, press A.

To cancel a selection or go back to an earlier menu: press B.



The Main Menu

SEASON

Choose SEASON to participate in a regular season of baseball. Then choose NEW SEASON to start a team at opening day, or choose CONTINUE if you want to resume a saved season where you left off. When you start a new season, you can also select your league, N. LEAGUE or A. LEAGUE.

EXHIBITION

Choose EXHIBITION to play a single game.
Then you can play alone (P1 VS COM), play with a friend (P1 VS P2) or just watch the computer play (WATCH). (We don't know why you might want to sit and watch when you could be playing, but some people have pretty strange tastes, so . . .) At the start of an exhibition game you can decide whether you are playing at home or away by pressing left and right on the control pad on the match announcement screen.

CHAMPIONSHIP

Choose NEW GAME to start a championship tournament with a friend, or choose CONTINUE to go on with a tournament you've already started and saved. If you start a new tournament, you can choose how many games you want to play (from 3 up to 15), by pressing left and right on the control pad.

MVP GAME

Choose MVP game, for the ultimate test of talent. The cream of the crop from both leagues will come together for a single game to prove who's on top. Choose which league you want to play and the computer will automatically assemble a team of its most talented players.

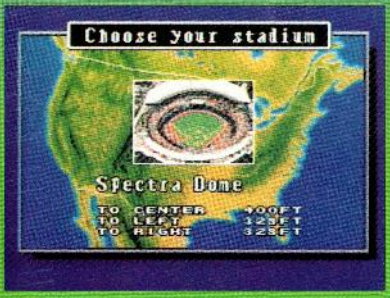
SEE ROSTER

This is your chance to get up-close information about any player in the game. Press up and down to choose a team. Then choose the player's position, and finally, his name. When you're done looking at his stats and ratings, press B repeatedly to return to the main menu. (If you look at your roster within a season, you'll see stats that reflect the season you're playing. If you check a roster outside of a season, you'll see the real 1993 statistics — the players went on strike in 1994 — for a particular player.)

Choosing Your Team

Press up and down on the control pad to select your team. A. League teams appear as blue dots, and N. League teams appear as red dots. As you highlight each team, the division and team name appear at the bottom of the screen.

Choosing Your Stadium



You can choose one of three stadiums. Press up and down to see a picture and dimensions of each stadium, then press A to make your choice. If you are starting a season, the stadium you choose will serve as your home field for the whole season.

The Season Menu

EXIT

Choose EXIT to play the next game on your calendar. (NB: When you start a new season, you will need to save the opening day information before you even play your first game. After that, you can proceed with the season.)

INFORMATION

You can view the STANDINGS of all the teams in your league, or look closely at your team's ROSTER. On the STANDINGS screens you can see different divisions by pressing left and right on the control pad. For each team you can view the wins (W), losses (L), winning percentage (PCT), and games back (GB) for your own team and for all the competition. View the roster just as you would on the "SEE ROSTER" screen (see page 4).

SCHEDULE

Choose SCHEDULE to see what's in store for your team this season. Select the month you're interested in, and you'll see a complete schedule. The next game on your team's schedule will flash on and off.

OPTIONS

Choosing OPTIONS will let you automate any part of the game. Press up and down to highlight an option, then press left or right on the control pad to change it. When you're finished customizing the options, select EXIT. Here's a list of what the options mean:

FIELDING

AUTO means that the computer does all the fielding — it handles catches, throws, and even goes after the runners.

SEMI-AUTO positions your fielders to make catches, but lets you make the throws.

MANUAL requires you to field balls and make throws.

BATTING

AUTO makes batting a simple question of timing. All you have to do is swing (press A) at the right time, and you'll make contact. Of course, even this can be a challenge with the way some of

those fastballs come down the pipe . . .

MANUAL requires you to adjust the vertical direction of the bat as well as swing at the right time. See "How to Bat" (p.20) for details.

RUNNING

AUTO lets your base runners think for themselves. They will advance, retreat, and lead off without any commands from you.

MANUAL keeps you in total control of the runners. They will advance only when you tell them to, and you can decide the length of their leads.

ERRORS

ON will allow your players to make occasional errors. Even when you don't do anything wrong, they'll sometimes try out for the blooper reels . . .

OFF gives you players with flawless execution. The only mistakes out there are your own.

DH

YES allows a designated hitter to bat for the pitcher.

NO makes the pitchers go to the plate and get a taste of their own medicine.

Choosing a Pitcher

Highlight and choose a pitcher by pressing up or down, then pressing A. If you are playing a regular season, you can compare the pitcher's stats in your season with his 1993 stats by pressing left and right on the control pad. The stats will shift on the bottom portion of the screen.

After setting your options, you have to decide on a starting pitcher. You'll want to keep three things in mind: his condition (CON), his pitch count (PIT), and his status(STA).

The pitcher's condition (CON) lets you know what sort of shape he's in on this particular day. If he feels good, a blue arrow pointing up will appear beside his name. If he's just average, a yellow line will appear, and if his spirits are low, a red arrow will point downward. A pitcher's condition will influence the accuracy and speed of his pitches.

The pitcher's count (PIT) shows the approximate number of pitches a player is good for. After a pitcher throws too many pitches and grows tired, his throws will become wild — both speed and direction will be erratic.

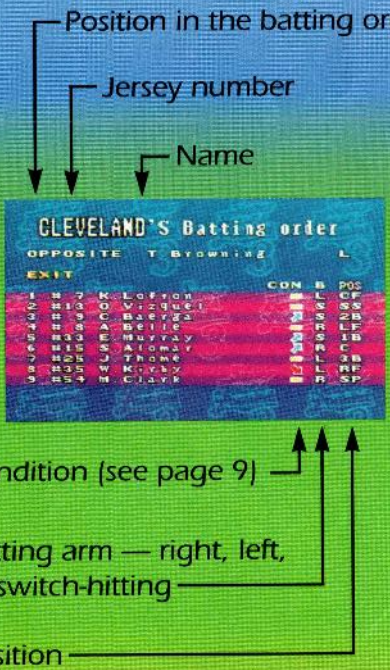
The status (STA) of a pitcher lets you know whether he is available to play today (AV), or whether he is unavailable for one day (U1D), two days (U2D), or three days (U3D). A real starting pitcher never pitches two games in a row — he has to rest his arm to avoid injury. Similarly, in Jaleco's game a starting pitcher needs three days to recover after pitching a game, and a middle reliever needs to rest one day before throwing again. Be careful not to substitute pitchers too often during a game, or you'll find that all your pitchers need rest the next time you need them!

On the very bottom of this screen you can see the particular pitches available to the highlighted pitcher. All pitchers have a fastball and a curve ball, but most have one or two other pitches up their sleeves as well.

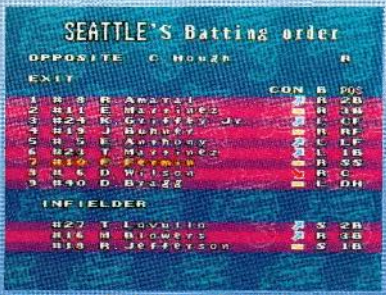
Looking at Your Lineup

The batting order screen lists the opposing pitcher (OPPOSITE), so that you can maximize your damage by designing an order that will test a pitcher's weaknesses. (At the very least, try to play left-handed batters against right-handed pitchers, and vice-versa.) The pitcher's throwing arm (Left or Right) appears beside his name.

Here's how to read the information on the batting order screen:


Position in the batting order
Jersey number
Name
CLEVELAND'S Batting order
OPPOSITE T Browning L
EXIT
CON B POS
1 #7 K Lofton L CF
2 #13 O Vizquel S SS
3 # 9 C Baerga S 2B
4 # 8 A Belle R LF
5 #33 E Murray S 1B
6 #15 S Alomar R C
7 #25 J Thome L 3B
8 #35 W Kirby L RF
9 #54 M Clark R SP
Condition (see page 9)
Batting arm — right, left, or switch-hitting
Position

Adjusting the Lineup


SEATTLE'S Batting order
OPPOSITE C Hough R
EXIT
CON B POS
1 R 8 R Amaral R 2B
2 R11 E Martinez R 3B
3 B24 K Griffey Jr L CF
4 R13 J Buhner L RF
5 R 5 E Anthony C LF
6 B21 T Martinez L 1B
7 R10 D Fermin R SS
8 R 6 D Wilson R C
9 B40 D Bryant L DH
INFIELDER
B27 T Lovullo S 2B
R16 M Blowers R 3B
R18 R Jefferson S 1B

First highlight the name of the player that you want to move or replace. You'll notice that a box appears on the bottom of the screen as you highlight each name. This box lists the names of possible substitutes for that particular player. It would be ridiculous, for instance, to substitute a first baseman for a center fielder, so only other outfielders' names will appear when you highlight the center fielder's name.

Once you've highlighted the name of the player you want to move or replace, press A. A box will appear with that player's 1993 statistical information.

Now a second highlight bar appears. Move it over the name of the player you want to swap with the first one. If you just want to change the places of players in the lineup, highlight the player in the line-up who you want to switch. If you want to replace a player with a substitute, highlight one of the possible substitutes from the box at the bottom of the screen. Press A twice to complete the switch.

If you change your mind about a player you've highlighted, press B. When you finish adjusting your line-up, select EXIT.

Saving Your Games

At the start of a season or tournament, and after each game during a season or tournament, you will be offered a chance to save your progress. If you're happy with the results, select YES when you're asked if you want to save the game. You will then be offered two saved game slots. Each is labeled with a team abbreviation and a date (4/4 is April 4, opening day). Select one of them, and press A to store your progress. License to Steal can only store two saved games at once — if you select a spot that already has a saved game, you will erase the old game and store your new one. If you choose not to save your game, you will not be able to return to this point the next time you play. (NB: At the start of a season or tournament, you must save your game — otherwise you will not be able to proceed with the season or tournament.)

The Battery Screen

The biggest part of baseball is the one-on-one confrontation between pitcher and batter, and the battery screen is where it happens.

At the top of the battery screen is the inning number (INN), along with the score. About midway down the screen is a white diamond. This works as a "radar," representing the whole baseball diamond and showing you where the action is happening. Runners will appear as dots on the diamond, turning yellow as they take short lead-offs, or red when they take a really long lead. As a pitcher, you'll want to keep a close eye on it to keep the runners from advancing. In the center of the diamond is an indicator showing the number of balls (B), strikes (S), and outs (O).

At the bottom of the screen you can see information about the pitcher. His pitches are listed above his name. Just underneath his name is a pitch count — this shows just how many pitches he has thrown so far. As this number approaches the number of pitches he is good for (see "Choosing a Pitcher"), the pitcher will start to tire, and his arm will become erratic. After each pitch, an MPH indicator will appear briefly, so that you can see just how fast the pitch traveled.

As each batter steps to the plate, a box will appear briefly showing the batter's statistics for the season and his performance at prior at-bats during this game.

How to Pitch

Okay, let's get down to the action. You've got to do two things to throw a pitch:

1. Use the control pad to select the zone where you want to throw the pitch. If you don't press the control pad at all, the ball will travel straight through the strike zone — unless your pitcher is tired or wild. If you press the control pad up once, the pitch will be slightly high. Press the control pad up twice, and the pitch will be quite high, probably out of the strike zone. Press the control pad up three times, and the pitch might go into orbit. The same goes for any other direction. If you want the pitch to cross the top right corner of the strike zone, press both up and to the right (either one first).

(NB: Keep in mind that curve balls will not end up in the same zone as a fastball would. You'll have to consider the type of pitch you're throwing when you decide which zone to send it to.)

2. Just throw the ball. Each type of pitch on-screen is labeled with a colored letter (A, B, X, or Y) that corresponds to the pitch type. Press A to throw a fastball, and B to throw a curve, etc.

Picking Off a Runner

Keep an eye on the diamond radar at all times. When you see a runner take a lead off (the dot representing him will step forward and turn yellow), you have a chance at picking him off. If he takes a long lead off (the dot turns red), you have a really good chance.

To pick off a runner, press the RIGHT button on top of the controller. This will change the screen from the battery screen to the fielding screen. Press A to throw to first base, or press A and a direction to throw to any other base (see "Throwing" p. 18).

Intentional Walks

If you want to walk a batter, press the LEFT button on top of the controller. Your catcher will stand up and you will throw the ball to him, no matter what type of pitch you select.

Replacing a Pitcher

If you need to replace a pitcher, first call a time out by pressing START. Then press A and select RELIEF PITCHER. A list of relievers will appear. Select one and press A to return to the mound.

Fielding — Catching the Ball

This is the toughest part of Super Bases Loaded 3. If you set your options to AUTO or SEMI-AUTO the computer will catch the ball automatically for you. We strongly recommend that beginning players let the computer take care of catching the ball.

The key to fielding a ball is watching the diamond radar. On the radar you will see both the ball and the fielder you are controlling (each is a separate dot). Using the control pad, position the fielder so that he lines up underneath the ball. If he is directly beneath the ball, and if he does not commit an error, he will catch it. If you want to control a different fielder, press B repeatedly until you are controlling the fielder you want.

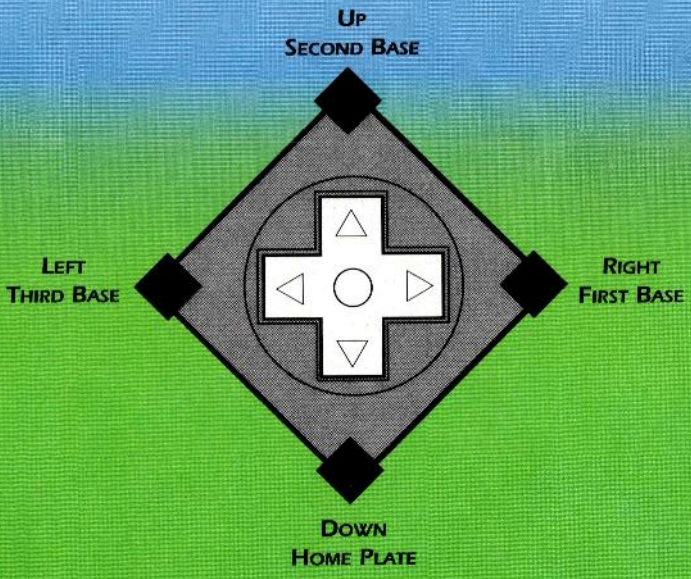
To make a diving catch, press A while your fielder is running toward the ball.

Fielding — Throwing the Ball

If your options are set to AUTO fielding, the computer will throw the ball for you. At SEMI-AUTO or MANUAL settings, however, you will be able to make the play yourself.

To throw the ball to first base, simply press A. To throw the ball to any other base, hold down on the control pad in a direction corresponding to the base, and then press A.

The directions correspond to like this:



If there is a player at the base, he will make the catch automatically. Be careful — if there is no player at the base to receive the throw, you will make an error!

Substituting Fielders

To replace a fielder with someone from the dugout, or to swap two fielders into each other's positions, press START to call a time out. Press A, and select CHANGE FIELDER. Press up and down on the control pad to highlight the fielder you want to change. His name and position will appear at the bottom of the screen. Press A. If you want to replace him with someone from the dugout, highlight the word DUGOUT and press A, then choose a replacement from the list at the bottom of the screen. If you want to swap him with another player on the field, highlight the other player and press A. Keep in mind that once you have taken a player off the field, he cannot return during the same game. When you are finished select EXIT.

Shifting the Defense

To shift the defense, press START to call a time out. Press A and select DEF SHIFT. Select INFIELDER or OUTFIELDER, depending on which group of players you want to shift. Then use the control pad to select the SHIFT and the DEPTH at which you want the players to position themselves. When you are finished press B, then select EXIT.

How to Bat

If you set batting to AUTO on the options menu, just press A to swing. Of course, you'll have to swing at the right time, and you'll have to decide whether or not the ball is in your strike zone.

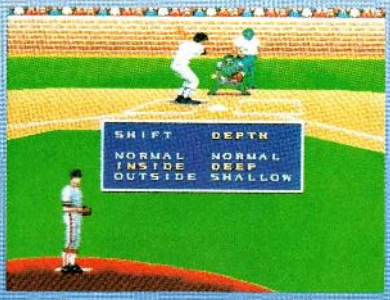
If you set batting to MANUAL, you have a little more control over your swing. By pressing up or down on the control pad you can swing high or low:

A button + control pad up:	high swing, bat coming down on the ball
A button + control pad down:	low swing, bat coming up into the ball

If you want to hit a high pitch level, use a high swing. If you want to hit a low pitch level, use a low swing. A high swing will increase your chances of hitting grounders, and a low swing will lead to a lot of pop fly balls. (In simple terms — swing high to hit low, and swing low to hit high.)

To bunt, press B. By simultaneously pressing up or down on the control pad, you can also bunt high or low.

Changing Your Stance



Call a time out by pressing START. Then press A and select STANCE.

Move the batter's position in the box by pressing up, down, left, and right on the control pad. When you're happy with his stance, press A.

Using a Pinch Hitter or Pinch Runner

Call a time out by pressing START. Then press A.

If you select PINCH HITTER, the name of the current batter will be highlighted. Press up or down to highlight the name of the pinch hitter you want to use. Then press A twice to confirm the switch.

If you select PINCH RUNNER, you can highlight the runner you want to replace by pressing up and down on the control pad. Press A, select a runner from the dugout, and press A again to confirm the switch.

Remember — when you replace a hitter or runner, that player is out of the game. Use pinch players sparingly, or you'll find yourself in deep trouble the next time you're in the field.

Base Running

If you set base running to AUTO on the OPTIONS menu, the computer will run the bases for you. In general, the computer runners play it safe — they'll seldom be caught off the bag but won't do much stealing either.

If you set base running to MANUAL, however, you'll have to move around the diamond on your own. Base running is simple, but it requires good situational awareness and very quick reflexes.

Basically, to advance your base runners, you must press X and simultaneously press the control pad in the direction that corresponds to the base you want the lead runner to advance to. For example, if you have men on first and second, and you want them to advance, you should press X while pressing left on the control pad. (Left corresponds to third base, and that's where you want your lead runner to go).

To retreat your runners, you must press Y and simultaneously press the control pad in the direction that corresponds to the base you want the lead runner to return to. For example, if your runners are approaching second and third, and you want them to return, you should press Y while pressing up on the control pad. (Up corresponds to second base, and that's where you want your lead runner to return to.)

Give it a try. It's not as complicated as it sounds.

Taking Lead-offs and Stealing Bases

There's nothing more exciting than sneaking an extra base out of an unwary pitcher. In order to have any success with stealing, however, you'll need to become practiced in the art of lead-offs.

To take a short lead-off, first wait for the batter to step into the box. As soon as he does, you can step off the base by pressing X and the direction of the base you're going to run toward just once. Your runner's dot on the radar will step off the base and turn yellow.

To take a long lead-off, press X and the direction a second time. Your runner's dot on the radar will step further off the base and turn red.

If you are taking a short lead-off, you will need to give your runners the command to advance — otherwise they'll just stand between bases until the defense makes a mockery of them. If you are taking a long lead-off, your runners will advance automatically as soon as the pitcher releases the ball. After that, you can control them again.

Abbreviations in License to Steal

Whenever possible, we've used standard baseball abbreviations, and we hope they're self explanatory. There are a lot of them, though, so even a diehard fan might have some questions. We hope this list will clear it all up.

Player Positions

P	Pitcher	C	Catcher
1B	First baseman	2B	Second baseman
3B	Third baseman	SS	Short stop
RF	Right fielder	CF	Center fielder
LF	Left fielder	DH	Designated hitter

Pitches

FB	Fast ball	CB	Curve ball
CHGUP	Changeup	SLD	Slider
FKB	Forkball		

Prior plate appearances

FO	Fly out	FC	Fielder's choice
GO	Ground out	E	Error
K	Strikeout	K	Strikeout (looking)
1B	Single	2B	Double
3B	Triple	HR	Home run

Batting statistics (either for 1993 or for the fictional season)

GAMES	How many games the player has played in.
AB	At bats; the number of times the player has been at the plate.
AVG	Batting average.
HR	Home runs.
RBI	Runs batted in.
SO	Strike outs.
SB	Stolen bases.
H	Hits.
2B	Doubles.
3B	Triples.

Pitching Statistics

GAMES	How many games the player has played in.
WON	How many games the pitcher has won.
LOST	How many games the pitcher has lost.
SV	Saves; how many games the pitcher has turned around.
ERA	Earned run average.
IP	Innings pitched.
SO	Strike outs; how many he has thrown.
H	Hits; the number against him.
HR	How many home runs he has given up.
ER	Earned runs; how many runs he has given up all together.

Ratings

A player's ratings determine how well he will actually perform within this game. The longer the bar and the higher the number, the better a player's performance will be.

Batter ratings:

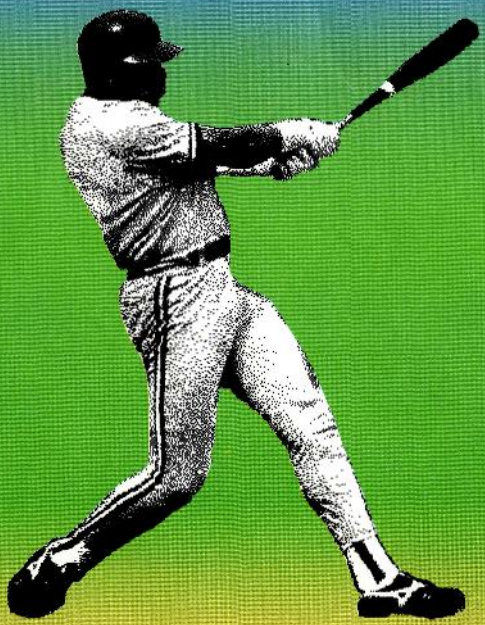
H	Hitting; ability to make contact with the ball.
PW	Power; likelihood of hitting long balls.
TH	Throwing; ability to make swift, clean throws.
SP	Speed; base running prowess.
FD	Fielding; ability to make a catch without an error.

Pitcher ratings

SPD	Speed; top speed for the fast ball.
PIT	Control; how well he can place the ball in the strike zone.

Taking Care of Your Jaleco Game

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.



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